

GAME: Panik

MACHINE: VZ-200

JOYSTICK: Optional

SUPPLIER: Dick Smith

PRICE: \$12.50

OVERALL: ***

The object of the game is to free yourself from a six storey building which is besieged with hungry man eating monsters. The only way to stop the monsters is

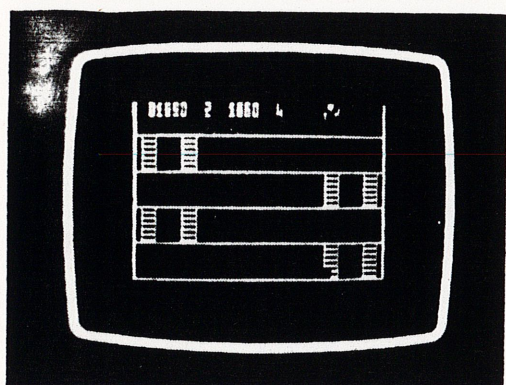
to dig holes in the floor and wait for a monster to fall into one of them. The monsters are then killed by hitting them over the head with your shovel.

You have to watch out for other monsters coming up from behind to attack you, while you're busy hitting his friend with your shovel.

As the game proceeds, you must make the monsters fall two or three floors to kill them. The number of monsters also increases per frame.

A highly recommended game.

PCG. Aug 84 p 43.



GAME: Ladder Challenge

MACHINE: VZ-200

JOYSTICK: Optional

SUPPLIER: Dick Smith

PRICE: \$12.50

This fast moving game shows some resemblance to the arcade favourite Donkey Kong. The first frame of this four frame game is a series of ladders that you must negotiate, and fast moving barrels

that you must jump over as they roll towards you.

In the second frame, a series of boxes move along various conveyor belts, the object being to reach the top ladder by dodging or jumping over the moving boxes. As these boxes move at only half the speed of the barrels, they must be negotiated "on the run" by the simultaneous use of the left and right controls and the jump button. There is a risk, however, that you may hit your head on an overhead box and be killed. It is

possible to reach the top ladder without jumping by simply running up and down the ladders to dodge the boxes, however this technique can be slow resulting in a low point score.

In the third frame you must reach the top via four elevators, avoiding robots that guard each floor. The robots can be fended off with "energy shields", activated by the fire (jump) button, however these must be used sparingly as you only have a limited number available.

If you graduate to the fourth frame you are presented with a series of red pins that you must remove by simply walking over them, however your movement is once again severely restricted by robots that protect each floor.

Points are awarded at the end of each frame and are based on the time taken to reach the top. The time remaining from a countdown starting at 5000 is added to your score at the end of each frame. Bonus men and energy shields are awarded during the game.

This fast moving game makes excellent use of the VZ-200 graphics, and becomes quite addictive. The only criticism of the game is in the instructions, five spelling errors being found within the six screen pages of text.

GRAPHICS	****
SOUND	***
ORIGINALITY	***
LASTING INTEREST	****
OVERALL	****

PCG. Aug 84 p 46-47.